

# Chapter 1

## Investigation Structure

### 1.1 PHASE 1 Identifying the Threat

- Townsfolk (complication: acquiring their trust)
- Folklore
- The Gypsies (complication: locating them)
- Physical evidence

### 1.2 PHASE 2 – Researching the foe

In essence you are determining the best means to face it. This involves:

- Collecting information (complication: attention seekers, or accomplices)
- Whatever information about its behaviour, past and present
- Actual witnesses to the creature
- If nobody has actually seen it, any strange and unexplainable occurrences have been witnessed recently
- Learn what individuals have recently settled in the community, who has recently left (or vanished), and who has recently died.
- Hypothesis
- Observing the creature (complication: it observes you back)

### 1.3 PHASE 3 – Formulating the Plan

- Is Combat Necessary?
- Play the Fiends Advocate
- Draw the Creature Out
- Prepare for Escape



## Chapter 2

# Clues

### 2.1 Clues supporting the Werewolf conclusion

- Livestock has been slaughtered by wild animals
- Wolf tracks are in the town
- A town resident caught a glimpse of a "giant wolf thing".
- A local trapper has been acting strangely since surviving a wolf attack.

### 2.2 Clues that discredit the Werewolf conclusion

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### 2.3 Clues supporting the Hag conclusion

- Cows giving curdled milk
- Multiple monster motivations, often conflicting
- Pervading sense of wrongness engulfing the region, especially with the nature
- Animals cease to act in accordance with typical behaviour
- Newborn animals maybe strangely deformed
- Insidious physical changes may manifest
- Nature seems to strike out at trespassers in subtle ways
- Within the natural world there is a sense of alienation, no physical differences maybe noticeable, but those within its aura cannot help but feel they are out of place